



## 2008 SOCCER 6'S RULES (U10-U12-U14) HIGH SCHOOL RULES WILL APPLY WITH THESE EXCEPTIONS:

1. **GAME TIMES:** Two halves with 5 minute break in-between (there are no timeouts in soccer)  
U10 - 20 minute running time  
U12 - 25 minute running time  
U14 - 30 minute running time
2. **ACCEPTABLE FOOTWEAR:** Tennis shoes, soccer shoes, or all purpose shoes.  
Shoes must have laces or velcro.
3. **ROSTERS:** Must be turned into the MUNICIPAL ATHLETICS OFFICE by the first game.  
Players may be added to rosters until the halfway point of the season.
4. **BALL SIZE:** U10 & U12 use a #4 Ball  
U14 use a #5 Ball  
Each team will present a game ball to the official who will decide which ball will be used.
5. **SHIN GUARDS:** Shin guards are required for all players and must be covered.
6. **TEAM SIZE:** A team consists of 6 players, 5 on the field and a goalkeeper. No team may start or continue a game with less than 5 players. (EXCEPTION - A PENALTY)
7. **PENALTIES:** If a player receives a red card, the player is out for the remainder of the game and the team will play short for the rest of the game too.
  - No Offsides
  - Penalty kicks will be 9 yards from the goal line
8. **SUBSTITUTIONS:** With referees permission substitutions may only be made when:
  - \*It's either team's goal kick
  - \*There is a stoppage due to injury
  - \*A goal is scored
  - \*In the case of a throw in, teams may substitute only if the team in possession is substitutingAll substitutions must take place at the midfield line.
9. **LATE ENTRY:** A team which starts with fewer than 6 but at least 5 players may have its additional player enter the game during a normal stoppage of play. (i.e.: throw in, goal kick)
10. **GOALKEEPERS:** From the moment the goalkeeper takes control of the ball with the hands while playing as a goalkeeper within his/her own penalty area, he/she has six seconds in which to release the ball into play. During that interval, he/she may hold the ball, run with it, bounce it, or throw it into the air and catch it. Once the ball has been released into play, the goalkeeper may not touch it again with the hands until it has been played or touched by another player of the same team outside of the penalty area or by a player of the opposing team either inside or outside the penalty area.
11. **UNIFORM:** Jerseys of similar color with numbers on the back must be worn by all players. The jersey of the goalkeeper shall be distinctly different from any of the players. A different color pinnie may be worn over their jersey.
12. **CANCELLATION:** Games are played rain or shine. Games will be postponed if there is lightening or another safety factor. Cancellations before game time will be made at the Municipal Athletics Office. Postponements are made at the discretion of the referee.
13. **GOAL AREA:** No player, coach, or spectator shall be permitted directly behind the end lines.
14. **THROW INS:** In the U10 and U12 level during league play, if a player performs an incorrect throw in, the player is given a second chance for a correct throw in. In the playoffs (U12), only one chance for a correct throw in will be allowed.
15. No jewelry can be worn. Hair barrettes and new stud ear rings must be taped.
16. **10U Co-Ed Rule:** There must be one girl on the field at all times